







SOON YOU WILL BE ABLE TO FEEL THE FULL IMPACT OF SPACE COMBAT

























Ed Zone



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Hopefully... it's around September ist and therefore the event is about to take place. An event so monemental that it could change the way we look at games from this point on and at the same time mark either and at the same time mark either an even greater resurgence, or more mediocrity (in terms of qua-tity not quality) for the RPG mar-ket in America. I'm talking of course about the September 7th launch of Square's

epic Final Fantasy VII. Hundreds of people, nine months and 30 million dollars worth of epic RPG are at hand. If this doesn't awaken the

sleeping glant that is the amazing world of Role Playing Games on console, than nothing will. My only concern is that Finel Fentesy VII is so good that if it does open the door it may at the good that if it does open the door it may at the same time, in a manner of speaking, slam it shut. Does there exist a company other than Square that could invent such a masterful game in under a year's time, or for that matter, in any amount of time! If they could, finel fentesy Yill would be at

Check the property of the control of

for over a decade. I guess History really does often repeat itself.

But wait just one second, I've more space to fill! If my memory serves me, FF VII was originally announced as a Nintendo 64 title, so let's explore a somewhat far-fetched, but possible alternative announced as a Nintendo 64 title, so let's explore a somewhat Infrétheth, but possible alternative scenario. Sony is way out in the lead at present, and the door is swinging shut, but it's not closed yet. What if Soga peruaded Enix to camp with them and their new 64-bit console! Or what if Enix were to reaffirm their alliance with Nintende who should be supported to the state of enix were to realize the continuous with Nintendo, who are about to launch their first car-tridge alternative; the 64-Disc Drive! Either could trigger a resurgence (for Sega or Nintendo) as quickly as the Square deal put Sony on top in Japan. Supremacy in Japan almost always marks

You're going

to have the time of your life with Final

similar results in the US and UK. Of course that's more of a Dayid Letterman dream sequence than an actual possibility, but then again, so was Square leaving Nintendo.
So, the fat lady is laboring onto the stage, but it's not over yet. She could trip and roll right back down the

"Aunt Bunny fell down the steps". Whoa, flashback!

With Zeide 64 and Quest, Nintendo had been a properly and a had, her that genre holdern well at had, her that genre holdern well at had, her that genre holdern well at her been to be being waged. Nintendo's sole major RPG is Mother 3 and they will need a miracle to close the gap in Japan where they are being purmeted by Sony while ramaing a close race for second with Fantasy VIF

gap in Japan Sony while runnin Sega who current ly has the upper hand. Sega (who

Metropolis Staff ep at the wheel ng back b Saturn is all but gone. A healthy 64 bit game plan on a developer-friendly console needs to

one big chess game doesn't it? I guess that's the beauty of the video game industry. No matter how it all finally works out, two things are for certain

happen soon. We all know it's out there.

One, you are going to have the time of your

VII, and two, there is

life with Final Far

definitely more where that came

where that con-from. Pretty cool, huh? Enjoy the



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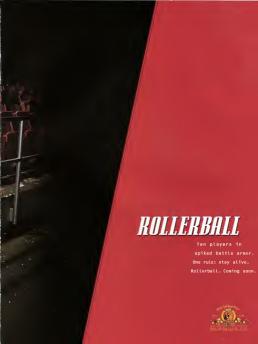
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MISCHIEF MAKERS MK MYTHOLOGIES

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SAGA FRONTIER SAN FRANCISCO RUSH SILHOUETTE MIRAGE SLAYERS ROYAL STREET FIGHTER EX TETRISPHERE THUNDER FORCE V

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comes to the N-64!

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ISCWORLD 2 UKE NUKEM FI POLE POSITION

HOST IN THE SHELL

ALBERT ODYSSEY REATH OF FIRE III

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HERCULES

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> Miomi Dolohins 72 Chicago Boors '85 NFL GameDay '98



PROPERTY OF PLANSMINION





<u>10 Most Wante</u>

6th



Mario Kart 64

1 Mario Kart 64 - N64

- 2. Resident Evil PS
- 3. Tomb Raider PS
- 4. Tekken 2 PS
- 5. Super Mario 64 N64 1 7elda 64 - N64

2. Resident Evil 2 - PS

3. Final Fantasy VII - PS

4. Tomb Raider 2 - PS

5. Quake - N64

10. Wild Arms - PS READERS' MOST WANTED

6. Cyberbots - Saturn

READERS' TOP TEN

6. Blast Corps - N64

7. StarFnx 64 - N64

9. Turnk - N64

8. Street Fighter Alpha - PS

- 7. Time Crisis PS 8. Yoshi's Island - N64
- 9. Crash Bandicont 2 PS 10. Duke Nukem - N64

GAMEFAN EDITOR'S TOP TEN





Your choice of one of the Pick

DEVELOPER'S TOP TEN

1. Final Fantasy VIII - PS Import

- 2. Street Flahter EXplus(X PS Import
- 3. Tobal 2 PS Import
- 4. Mario Kart 64 N64 5. StarFox - N64
- 6. Street Fighter 3 Arcade. 7. Dynasty Warriors - PS 8. Hercules - PS
- 9. Top Skater Arcade

10. Mortal Kombat 4 - Arcade/Tour Version



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TECHNOLOGY.

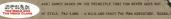


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one on one











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The mighty Monitour seeks the finest cheats, secrets and tip known to hamanity, and we see that the best of the finest control to hamanity, and we can be seen to the finest control to hamanity and the control to the finest control to the fine

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CHECK IIS DIT-ONLINE AT - bffor Jaway rametan con-





Rupture Farms 2 screen in the game? Simply walk to the barrel as shown and tap down on the 0-pad. If Abe is positioned right, he will climb down.

Yet another securit area containing a hidden Mudokers located below this screen. Once again press down at the barrel to make Abe cliesh down. Sneakey, eh? ne containing a hidden adokens below this screen. Once again the passage is hidden behind a barrel. You need a bomb to clear the mines first.



Rupture Farms A Yank the overhead policy to open the trap dose, then quickly run and full down the hole into a secret area below, containing a hidden



fall through the trap door into the secret mae below There are three hidden





Rupture Farms 8



Stockyard 2

Stockyard 3 Chant here to open up the secret bird portal con-ceoled by the dark mound Jump through to reach a secret area with a hidden Mudokses.



ber with a hidden Mudckons. From this

There is a Muchain hidden

Another Muchain is hidden

In this shadows late.

In these shadows. Table to be in the submicroferably, there are any or
Muchain is the game. 25 by the shoold have some
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There is a secret passage way to the left of the box fire. Creuch and roll left to reach a secret area leading to a hidden Mudokon.



Screen. Walk to it and press UP to reach the walkway is the background leading to a hidden Modokows.

ed all 12





Climb down from this ledge to reach a portal leading to the same secret area as

ckyard 4. You can only rave 2 of the 4 Mudekons from this entrance, but it is

sier to get rid of the





reach a secret area with a portal leading to a hidden Modekon. Take some rocks with you to clear the minus.

As soon as you enter the temple, crouch down and they approach a jump and if you time it right, they can't jump and fall down the hole! Very handy.





There is a secret passage-way to the left of this screen. Climb ento the platform underreach the torch and roll left. A single Mudokon is waiting to be





bad ending. Rescue con Mudokens and you get t good ending. Rescue all

LEGEND OF ELDEAN





World Borne Of Enchantment, There Exist Only One Rule: Expect The Impossible























itere's all the level
Passwords for Herculest
These should come in handy
when you want to show-off
some of the spectacular
bosses to your friends, or if
you've missed out on a few
levels... enjoy!





GLAD, MINO, GLAD, MEDU - TRAINING HYPR, MEDU, HINI, MEDU - GAUNTIET NESU, HEAD, MINO, ARCH - FOREST NESU, THIN, HYPR, HEAD - NESSUS GLAD, HYPR, ARCH, GLAD - THEBES THIN, HAT, THIN, GLAD - HYDRA ARCH, PEGA, ARCH, NESU - MEDUSA HAT, PEGA, HEAD, ARCH - CYCLOPS GLAD, THIN, THIN, LIGHT - TITANS



Dart Rift features two hidden bosses, both of whom are playable if you input a secret code. The codes are entered at the title screen.



ork - L. R., Top C., Bottom C., Left C., Right C nitron & Senork - A. B., R. L., Bottom C., Top o

If you find Rift too challenging, or you want to see an each ing for a character you don't like to play, the following codes will aid you. However, you should use these codes as a last resent. All codes are when it is the top of the top of the top of the whole will not be to the top of the top



Arron - Up, Left C, R. Kight, Down, R. R. Left S, Councille - Up) Left C, R. Kight, Down K, R. K. K. Sp. C. March - Up, Left C, R. Kight, Down K, R. Kighter C, Rev. - Up, Left C, R. Kight, Down, R. R. Kight C, Gare - Up, Left C, R. Kight, Down, R. R. Down C, Marghier - Up, Left C, R. Kight, Down, R. R. Down C, Marghier - Up, Left C, R. Kight, Down C, R. Councille - Up, Left C, R. Kight, Down L, L. Left C, Scatteri - Up, Left C, R. Kight, Down L, L. Left C, Scatteri - Up, Left C, R. Kight, Down L, L. Left C, Resember - Up, Left C, R. Kight, Down L, L. Left C, Resember - Up, Left C, R. Kight, Down L, L. Left C

D

CARNAGE HEART

That's right, now you can have complete control over your OKE metchs in the heat of battle! During battle, push Select to bring up the options, then press Select 32 more times. Now simply change Automatic to Manual and the OKE is at your command.

CONTROLS; Up/Down-Forwards/Back Right/Left-turn

Square-grappie
Signare-grappie
Grite-Buck
Arriton nain weapon
La-richt ar infra-Strafine

Ls+right or left=Straffeg
Rs+Square/Triangle/Circle/X=change mech

Sure, this code defeats the purpose of the game (to build and pregnan mechs), but it's code! P. S. Steve asked me to print this code "_just so people can use it." Respect!



bate but to make san then't be conferred pad. "It mean shadder butter DRAGON FORCE Debug Code:

This one's been floating around for while, but here it is for all those who missed it:

Before you boot up the game, at the CD player screen, hold X, Z, L, R, and Start at the same time.

Keep holding the buttons "til you reach the title screen (the one with "Press Start") and enter the following:

Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right, then release Start, and press it again. You should now see the "Debug" icon appear below New Game and Options. Start a game as you would normally do.

At the map, check the options menu for the Debug mode. Now you can trigger instant battles and domestic duties, change the battle music and backgrounds, even select the map speed and experience value of fights! Be sure to finish this accellent strategy game on your own first, though. It'd be a share







First find the Sonic Movie House in Sonic World. Before entering, press and hold X, Y, and Z, then enter using the A or C buttons. Now choose an FMV clip and every single video should play one after the other!

Secret Time Attack

So you thought you beat everything Sonic World has to offer? No way! Try this:

Highlight Sonic World at the title screen and press and hold A and Start. You should be dropped into Sonic World in an all-new Time Atlack mode. You'll need to grab EVERY Ing., that's so of 'em, in exactly 60 seconds before collecting your reward (which shall remain a secret). Beware: Getting all the rings is extremely difficult, but I've ulearn the layout of Sonic World it is possible.



















GAME SHARK CODES!



BROKEN HELIX for the PlayStationtm Infinite Armor 80050918 0064. First Aid 8000fe2e 0101 Alien Weapon 8000fe68 0116 Grenades 8000fe76 0125

PSYCHIC FORCE for the PlayStationtm Infinite Health P1 80:01634 0368 Infinite Health P2 80:0198 0368 Infinite Psychic Power P1 80:01656 0390 Infinite Psychic Power P2 80:0199 0390

THUNDER TRUCK RALLY for the PlayStationtm Extra Car Crush Pts Pt 800bboco 03e7

POWERSLAVE for the Play Stationam Infinite Health 80084bba 0008 Amun Bombs 80084be2 003c Cobra Staff 80084be6 003c All Keys 80084c02 ffff Transmitter 80084c06 ffff All Artifacts 80084c00 ffff

SATURN GAMESHARK:

DARK SAVIOR for the Saturatin Master Code (6000924 ffff Infinite Points 1021b026 ffff Infinite HP Garian 160defb0 0367 Infinite HP Garian 160defb2 0367 Infinite 8-HP Garian 160defb5 0367

MIGGA MAN 8 for the Scrumtan Master Code Boogsa (2005 Master Code Boogsa (2005 Master Code Boogsa (2005 Master Code Boogsa (2005 Marce Flash Bomb stogsisted 3000 Intellier Blanch Bombs stogsisted 3000 Intellier Blanch Bombs stogsisted 2000 Have Astro Crush stogsisted 2000









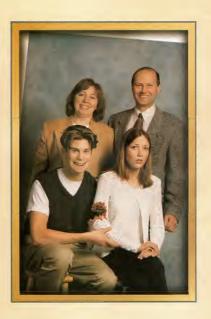




Hallo Just wanted to let you in on how crapy things have been around here with the kids. Andy brought this new gameenhancer-thing home (as if those games weren't enhanced enough.) Since then, all he does is tack about these characters he runs into, mumbling something about total domination. Says this thing helps him find stuff. He thinks he's invincible, that he can do whatever he wants. Well, logs will be boys. Thank goodness, I've got Calleen.

Write back soon. hue ya, Muriel of Tom Coller ANDY.

HBUSE THE POWER











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ore than ever, the adage "what was old is new again" could fairly well describe a large number of games being released these days. Whether an older game gets all gussied up like my tair lady or an older game is presented in its pure, unaltered, original form, successful ideas are seldom laid to rest (nor should they be for that matter). Now, Quest's SNES bat-

tle RPG, Ogre Battle, has found a new lease on life and a new home on Sony's 'do everything' PS. Apparently, Ogre Battle is quite rare on cartridge, so this should

make a few mad people out there very happy. The developers of this update, ArtDink, haven't com-

pletely redone the game. In fact, all they've really done is tweak it a bit here and there. For instar le screen, though the effect is subtle, is now polygonal and it scales. Look at the books in the back ground of the screen shots and you should be able to tell. Also, the spell effects cast by either your charac-

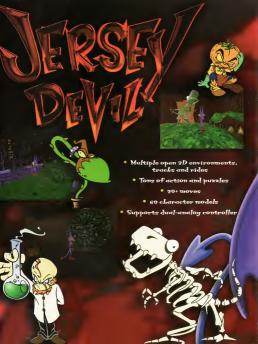
ters or the tarot cards are now resplendent with trans parencies and some simple light sourcing. You gotta have light sourcing these days, you know. Everything else. Ilke the character sprites and map screen remain itical to the 16bit original. And aside from the ition of a very useful mid battle save teature, the

I never played the original Ogre Battle, so this was an all orience for me. Taken for what it is, there's real-ng wrong with it. Keeping in mind its intention and e looks and sounds alright (Liberati

and there is a quite a lot to keep track of and do to I in battle. There are certainly mor to be sure, but those who were never









- P.S.X., August 97

game uses large 3D levels in a nety of unique styles/(...) filled with and ennemies that pose a serious challenge to the player' ext Generation Online, May '97

> lavish cartoon-style graphic offer gamers a fun-filled action platform experience."

> > JUSTTRY MESSING

WITHHLIM



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Soon you'll meet the root of our evil.













star in







of the arrangements surroun cter. But we'll have to wait happens. be you play games? Yeah. But to be honest, I've in into them. I was really into

en into trem. igh. Thot was an awesome game as the first game I ever played us hoadset. There's a funny story b CHECK US OUT ONLINE AT . http://www.gamefan.com

nce with him at E3. receily cool. It was just a strange expense where there were like, literally 2 tros jost in your fece. "Well my I in film, and I'm sure you've all seen it would you consider doing any sim



Substance D. Glilch. a











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For the next part, Comb 7 creatable true is the spirit the second particles of 20 'the be served particles of 20 'the be served particles of 20 'the best particles of 20 'the particle of 2







just prolipes oron never la were in a wine or consen-(like the original Czesh), Czesh 2 gives you the ability to lackie a set number of levels in any order you like, before noving on to the next set. There's been no word on the linal level count yet, be we've heard take or same yas 30% hazard-filled stages, each larger and more complex than anything seen in Czesh. He matter what you thought of the original Czesh Sandcost, you have to agree that it was

a stunning-looking game. The asynchronous load-











WANNA RIDE?





IN THE FIRST GAME CRASH RODE A SNORTING WILD BOAR BUT IN CRASH 2 HE HANGS 8 ON A JET PULL BRED SURF BURRO, FLIES VIA ROCKET PACK AND MOUNTS A PULLE BEAR FOR A WILD TOSS IN THE TUNDRA (MO THOSE ARE JUST THE ONES WEVE SHING FIRE UP THOSE ANALOG PADS







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NEW MOVES!

CRASH HAS LEARNT A FEW NEW TRICKS SINCE LAST CONFRONTATION WITH NEO CORTEX. IN CRASH 2 THE PANTALOON-CLAD WADE BANDICOUT CAN CRAWL THROUGH WATER CLIMB ALL - FLOPI BY PRESSING BUTTON THE CORRECT WHILST MID-JUMP STRIKES FLOPPING CRASH A Post FACE INTO THE GROUND. CHECK THE "DAVID-1 FF-ROTH AS WELL

ing allowed for some of the cleanest, most vivid texts ing allowed for some of the cleanest, most wish turbuses were displayed in concessing pean. Why, Eulius it or not, Klaughty Dop have somehow found a vary of impreving the graphics careline for Crash 2 and the pages looks staffer ham such. Eu., of most polygons, more assimation, which turbuses and larger unminerates that the engined Crash for how they don't shall up and in the screen shads so the trib-ings? Crash 2's lated for a Normaler releases, my use and curpot to see some hardoore coverage in a technoming some. X



PlayStation

HIGHTMARE umbers and te









Coming to a





screen near you.



SQUARESOFT



Ou know, considering that Time Grain is only Namico's second stab at porting a system 22 coin op to 16 (after Ridge Reser) it's pretty attornishing how good a conversion this it. Although the preplick carrier, uside a detailed set the arcade, the first converse of the second second second second second second second to time out some. Get limit the action and for all interns and purposes, this 5 the coin-por the sound and music set cerefect. And is you would second from Namico. The carried his first portion of the second s

100% proof. Bottom line: fans of the arcade aren't going to be disappointed.

But Time Crisis int'l just a great conversion. It's a great game in its own right. Unlike
Virtua Cop 1 & 2, which were pretty much non-stop blast-athors. Time Crisis is an exer-

Virtua Cop 1 & 2, which were pretty much non-stop cise in accuracy and timing. The 'duck' feature serves to add a much-needed element of strategy to the proceedings, while Namco's own light ' gur—the Guncon (packaged with the game) allows for unprecedented accuracy in a home

allows for unprecedented accuracy in a home videogame. Ultimately you are not just looking to stay alive (as you are in most gun games), but to find ways of improving your time for each area. Ironkally, time Crist's blogest selling

Ironically, Time Crisis' biggest selling point (the Guncon) turns out to also be the game's biggest flaw. No, it's not that the Guncon isn't as accurate as Namco claims. Quite the opposite. The Guncon is not carutate! When you shoot the screen your bullet leaves a hit spot, as with all gun games. However, in Time Crisis only the absolute center of the

hit spot (an area only a few pixels wide) actually counts as a hit. Many a time you will smoother an enemy with hits spots and he won't go down. You have to physically yaim EVERY both with marksman-like skill to guarantee a kill. Fine if you like to spend the whole game equiting down your gun's sites, but personally I would have preferred a little more flexibility.

Despite this criticism (which I'm sure some perfectionists will view as an asset). Time Crisis is still an excellent game. The environments are detailed, the enemies are both well modeled and cunningly placed, and with the special Mode it's like getting Time Crisis 2 thrown in for good measure. Just don't expect to blast through this one like ViCop. K









We all know that Nan

with Time Crisis they've outdone themselves. Simply put: Special Mode is a whole new game! This time you must track down Wild Dog's arms supplier, the genderess Kantaris, in her (his?) hoteldarms factory. Depending on your performance the game can take one of multiple routes leading to multiple engings. Too Cool!

likes to add new features to their home con











KNIGHTMARE I admit it. Namco has some skills.













tly shown in 40

hough ABC, in their isdom, buried it in an early Sunday me slot here, until it disa dication land) with season three just get erway in the UK, ReBoot takes p of a bustling "city" on the Net called M ind is completely rendered on SGI workst age. Produced at Mainframe at in Vancouver each episode takes

using Softmage. Produced at Maintrame Enterlaiment in Nancouver cash pagiodot lakes Interlaiment in Nancouver cash pagiodot lakes Interlaiment in Nancouver cash pagiodot lakes Interlaiment cash pagiodot lakes cash pagiodot lakes Interlaiment cash pagiodot lakes cash pagiodot lakes visit lakes cash pagiodot lakes cash pagiodot lakes lakes labought on, and ucality, so did software glaim E.A. And so here it is starring digit E. And so far in the lakes of the cash pagiodot lakes and the cash pagiodot lakes glaim E.A. And so here it is starring fair them Maintram. Ne habits from the Super Computer but is assigned to protect (mend and defend!) Mainframe from viruses and the evil schemes of our demonic duo (the bad guys) Megabyte and his evil cyber-witch sister

HISLIDECTHIS.

Also prominent in the show are Dot Matrix, the litry green-skinned owner of a retro-style diner in Baudway no less) and Enzo, her little brother, not clear yet on their role in the game, (if any) it we're just getting started with this one, lob gets around on a hover-board, jetting ce to place with Jetson-like s if year or place with Jerson-like speed and fity, so it's fitting that EA chose to build the se around this craft. With the psychics olved made for 3D and a machine that rolls icome mat for it, well, let's just say

out the welcome mat for it, well, let's just say it's a perfect match.

The environments in and around Maintrame are finely texture-mapped polygonal playfields, from vast aronas to tunnels, and are presented in an impressive 30lps. They are both high and wide as well, providing an excellent video game landscape.

Bob himself is one of those rare video game characters with whom it's fun just to play arou with. The feel of the hover board (which strate

boosts, and well, floats) is excel ly when negotiating platforms. Available st ads a whole new dimension to the balance euverability in a video game. The avail-og control should make it even better, ough at present, I found the standard D-Pad ore accurate in negotiating tight situations. Bob attacks, (among other things) with

































COUNTY a multi bestered device which is dispared to be sern. With consiste one to drew it pushing bein and an assertment of maintains warpowers, (all of which is limited except for Bob's standard bland) the player has played to make a manufacture of the property of the player of the property of the pr



. ReBoot may finally get the on it so greatly deserves... as a idly enough. Of course there's











































E. STORM (Argenaut resurted with a vengeance, giving Fox a winner with sequel power.







ort order, Electronic Arts has quietly prepared a sel to their successful Soviet Strike. This time witching locales to Southeast Asia, Muclear Strike io in which a lunatic with a nu

multi-mission levels (and again punctuated by the same style of really gool FMV clips), this latest Strike To begin with the obvious, the graphics have been

nicely enhanced. EA claims no less than a 25 pe increase in frame rate over Soviet Strike. And ever with that, the terrain maps remain wonderfully detailed and the surface and object modeling is better than ever. In short, it's a great looking gar Very welcome is the addition of a myriad of other

craft to control. With a whopping thirteen in all, these yer vehicles are probably the single coolest tion to Nuclear Strike. Take a look at just a couple of them shown here in the layout-like the M1 Abrams

As promised by NS producer Michael Kosaka when I spoke with him (Volume 5, Issue?), things have been made a little easier this time around. Most noticeable is the new way-point indicator, giving you a





Thirteen Vehicles of Destruction!















already that fans of the series have something to start looking forward to. With tangible improvements at almost every turn, NS could easily end up being the finest of the Strike games. Can't wait to bring you the glorious





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walcad the demo i













very coo 3-D shooter! Hold on for two-fisted action in a wild new PlayStation shooter!





Do the hero thing.

HERCULES

Into his amovered your purpors. And more, if it time to take your pulses among the gold in this but new Physication" game console adventure. Explore these works of 3-0 gameslay right out of Doney's Hercules movie, with the original character vinces, sound electry and most. Margine monets their leptura and the Cyclops. Immitted their Illinois. Size Thebes from a bootife takeover. Hey, its come can take very immortal.















Also available on PC CD-ROM.









remembers Rock 'n Roll Rocing? It was a fun 16-bit isometric combat/racer with futuristic tracks, upgradeable cars and a commentary Larry

("Torquin joms into first! kind of like RC Pro-Am with guns. I only ask because Red Aspholt began life as none other

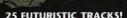
than Rock 'n Roll Rocing 2, and even though the name has changed in development, the similarities are inescapable. In Red Aspholt you must race your way to victory over a total of 25 grueling tracks, spread evenly over four planets (L'A., Hell World, Neo-Tokyo and Cloud World). In each race your goal is simple-to come first without being destroyedending on your performance (position/speed/number of kills), you are awarded both money and Chaos points for your troubles. Money is used to either upgrade your existing vehicle or buy an entirely new vehicle, while Chaos

Points are needed to progress to the next planet. Each planet has six tracks and if you haven't amassed the correct ount of Chaos points by the end of the final track, you are sent back to the begin-

ning and your Chaos points

Even though Red Aspholt has been in development for







nearly 2 years, this is the first playable build we've received and I'm happy to report that things are look-ing peachy keen. The action is fast and furious, the 3D engine is throwing arou an impressive number of polygons at a decent frame rate, and the various track

themes' are all extremely atmospheric. Best of all wever, the final version will include a two player Vs mode utilizing the Sony Multi-Link cable! Expect to see more on Red Asphalt in an upcoming issue.









7	REVELOPER - INTERPLAY	
П	PUBLISHER - INTERPLAT	

	# OF PLAYERS - 2
	DIFFICULTY - INTERME
_	







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tunes (courtesy of C

As for ga



nd bizarre humor. I do hope they're a this ambitious, and that being all

I'm looking to Road Rash seri ard to Courier Crisis. I'm a sucker for Si il looks set to deliver the same type wed up the engine and twesk the coloring, it'd be a shame not to. G









T	# OF PLAYERS - 1
	DEFICULTY - UNKNOWN
7	NUMILABLE - OCTOBER





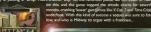








here are some phenoment in the which cannot be explained. The pyramids of Egypt for example, Stornehoug, Rowell And perhaps more bailing of a A-red 5.1 No. not the place, the game. Midway's Area 51 was, en unclustered by substance. That's one of putting it. Crap. That's smoother way, for the American public did not seen to realize this, and the game topopol the areade downs for several text. The second of the putting to the putting the putting to the putting to























report into a little blood spike. Despite the MY nature of the game, the background generotments are surprisingly interactive. Pettry much any object can be about and the thickeds bown, gives and rights. There are the usual quots of weapon power-ups to be collected (on top of your standard 8 shot printly, thousands of ensuries to kill and at least 20 different secret boots rooms to be discovered. Who knows, maybe Manitum Flux. Will be the giaze in point PMY shotsett back on the may. Check back







REVELOPE	- MITTER
_	_
POBLISHER	- MONE

next month for the full review.

	# OF PLAYERS - 2
_	
	DIFFICULTY - UNHAVOW
_	
	AUGULABLE - SEPTEMB



KNIGHTMARE The 'sequel' to Area 51. 'Nutf said.

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MORTAL KOMBAT MYTHOLOGIES

nant polygonal busses to old revolutes like Scorpe haracters from the forthcoming MK4 and MK: Ann Mythologies is not just a straightf.































prime to improve that the properties of an experimental experimental experiments of the properties of

could insignated CS (FFM) type, the strain the southers, the depth-rude south offset, the southers the depth-rude south offset, the southers to construct AI the Colombi Shark-India the southers to construct AI the Colombi Shark-India the south which could be south which the parameters of an established work white the parameters of an established south of the southers of the southers and the the ALLVE system (Marco EL) the some in Vivial AI the ALLVE system (Marco EL) the some in Vivial AI the ALLVE system (Marco EL) the south of the ALLVE system (Marco EL) the southers and the southers are southers as the southers are southers as the AI the southers are southers as the AI the southers are southers as the AI these are modern as the AI the last in all you like the posterous to continue, the southers are southers as the AI these are moderned and the southers are southers as the AI these are moderned and the southers are southers as the AI these are moderned and the AI th

KNIGHTMARE ITS ALLIVE!











Creature Comforts







Oddworld is populated by all manner of crass creatures, most of whom went to rip your head off. However, there is one aimmal who's on your side—your travels trook. Elem. When riding Blun, Abe can move faster and jump further than he can foot. There's just one problems Elum is easily distracted. Particularly by home, Finding ways to 'motivate' Elum presents some of the game's more amusing puzzles.

Free Your Friends!

Scattered throughout Rupture Farms are 100 fellow Mudokons, many of whom are hidden. Abe can free a Mudokon by talking to him to get his trust, then leading him to one of the many circles of birds which act as a portal to freedom. You don't have to rescue all Abe's friends, but you won't get the good ending unless you do.









Possess the Enemy! Abe has no natural weapons, save for his ability to chant

Abe has no natural weapons, save for his ability to chant and take possession of any nearby Silig guards. Once in possession of a Silig you control it like you would Abe. You can talk to other Siligs, command Slogs, and best of all, make full use of the Silig's deadly machine gun. When you no longer have use for the Silig, simply chant again to return control to Abe, causing the hapless Silig to explode in a shower of body parts. Cool of







ou've got to love a game that riffs and goofs on everything from Schrödinger's Cat to pork futures. Such is the bizarre lyrical tapestry of Psygnosis' Discworld II: Mortality Bytes. Furthering the adventures of apprentice wizard Rincewind, a deputy Librarian at the Unseen University, Discworld II (like its predecessor, obviously) is based on Terry Pratchett's hugely successful English series of fantasy humor novels about a place called Discworld which, by the way, just happens to move through space on the back of a giant turtle. Weird,

In this adventure, Rincewind (voiced once again by former Python Eric Idle) has inadvertently sent Death on a holiday. Now, no one in Discworld can die properly, and it's up to the catastrophically inept Rincewind to put things right once again. We can't have everyone

running around immortal, now can we. Featuring over 25,000 hand drawn frames, DW II is designed to resemble traditional cell animation. However, with the mass of those frames ferreted out over many separate objects, indi-

vidual element's animations aren't terribly smooth, though they are drawn well. The same goes for the backgrounds. All have a rich and appropriate look to them, though there is jerkiness when the BGs scroll.

The gameplay in DW II is point-and-click all the way (mouse optional and recommended). You move a little sparkling cursor to guide Rincewind around, look at and use objects, and talk to people. In speaking, you can offer up one of several "openers" expressing greetings, sarcasm, a question, and muse-

among others. Just be prepared for some long listening sessions once some characters begin talking, as there is a lot of speech. It's a very detail-rich world, and the game loves explaining it to you and setting up the puzzles in all their strange, trippy intricacy. Imagine drawing blood from a mouse using a set of stolen vampire dentures or swapping a croquet mallet with a hammerhead shark and you have an idea of the kind of puzzles you'll encounter. If you consider yourself a fan of things like Monty Python and its absurdist, intellectual style of dry English humor (sic), you'll probably get a kick out of this. With the patience to sit and lis-

ten, the whacked out puzzles should delight in all their twisted logic. I really warmed to the humor and surreal storyline, though I must admit to being left a little cold by the PC-like interface.



















But that's just me, I suppose.



MORTALITY BITES



























TUEL DO	CO . TAIT	
FLLOT	CR SMETS	
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ne 5, Issue 4. If n ing RayStorm now!	ot you should l
LOPER - TAITO	7 DE PLAYERS - 1-2
DE PERMIT COM	DIFFICULTY - ABJUSTAS

http://www.gamefan.com



GLITCH The first legiti



on the PS. In fact, there aren't a lot of those around on any 32-bit system, period. Traditi

In the later aren't and a flow around on tary 3 for yellow. One consequence of the state of the

y? Because Hercules graphics are simply stunning. The first ole of levels give you a feel for the technology but later on

nings get really out of hand. All of the characters (Hercules, nies, side kicks, etc.) and objects are hand drawn and animate with all the grace and fluidity of...well, a Disney can







your PS (toget) it was tolly supposed to be a p-bit and is blacked device growth and oppositioning as \$60 meth, as follows, Secretary in the calculate and the growth and the control of the policy of the policy of the control of the

As and to architectury can observe controlled to a particular to a particular



At points in the game accuses can move 'into the reen' Bug style to continue the action on a new plane.
Look for paths or stairs.



Certain levels are composed intirely of '2-Axis' gameplay, lercules runs into the screen and must jump and dodge to



OPEN - EUNOCHM Sher - Virgin

PLAYERS - 1

RIFFICIETY - ADJUSTABLE Rurilable - Now



KNIGHTMARE Looks better than it plays.



















But even more so than Mercola or Castlevania local year security in 1th paya mechanic state of 50.1 Million for security in 1th paya mechanic state or 50.1 Million for security in 1th paya mechanic state or 50.1 Million for security in 1th paya mechanic state or 1th paya mechanic state of 1th paya mechanic state of 1th paya mechanic state or 1th paya mechanic state of 1

























































































utton controls jumping (hold up for more height) the running dash (down and A twice) ald

y variations. For example down-down, A, up arrianons. For example down to which can the of the thrusters for added propulsion in a Maring's thrusters are controlled with

ossing, catching and launching. In this how each comes into play, but we'd be looking at a novel. Let's ju











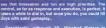












sphically, although 2D, Mischief Makers is ing at the screws with special effects. Not the array either, but a whole new batch with that





























MISTY CAVES MAKE WAY TO POISONOUS FROGS AND LOST SOULS THESE SPOOKY DEPTHS ARE NOT EASILY LEFT BEHIND... and rotation fx, and show-stopping pyrotechnics—I



























ging an equincessory of Rare (the real muscle behind Mintendo's continued success). When I vis-ited Rare last Christmas, they showed me the game in progress, and I knew then just how cool was going to be. Man flow, after my (admittedly) laughably short period of playing Goldenbys.



















next comes the introduction I know you've been waiting a black-suited English gent striding into view and turning thoot as the screen drips blood. This time, Rare has gone for

CAN YOU SHEE THE BEASHT?



"Yesh, thanksh to my shpecial targeting lock shuppiled by 'Q' Many of the weapons present in GoldenEye have special targeting locks, enabling precise and deadly shooting of enemy forces without giving your position away. The screen zooms up in a binocular fashion, enabling Bond to plant a carefully aimed sniper bullet between the eyes (or indeed, the legs) of a roving enemy soldler, MDK-style. The results are beautifully sick to

behold; the guy collapses in agony while the rest of the guards continue their watch? Pure, adrenaline-pumping fun and about adding to the 3D corridor genre-since polygo

ur trilby onto a hatstand and fluster ing text and still pictures of paper files a

head and into a Turok-style first person perspeaded, mip-mapped (not to mention anti-aliasce ped locales are faithfully replicated from the fil and espionage-based enjoyment. (cortical



















THE MAN WITH THREE NIPPLES AND FOUR PLAYERS" Unfortunately, Scaramanga isn't initially available as a cool character to control in the (up to) four-player mode, but most of the GoldenEye cast is. Choose your favorite villain or hero and then depart into a Doom-style maze of corridors where huse

weapons are picked up and then shot into opposing players' craniums. There's not quite the feeling of intense fear that a linkup PlayStation Doom generates (and you'll have to be sat at a retina-burning distance from your television due to the four tiny screens), ut once you get used to the slightly slower game and last of detail, you can have a relatively fun time county around a fillogatory on the hunt for enemy events.

As you tip-toe past the watchtowers (or snow-capped hills, crumbling parkland or rumbling metal train, depending on the level), bringing your Walther PPK to bear on any guards who challeng yes, parks troub by somerous remedients. Firely, that the *troids' maning summling any in the hadequous that the *troids' maning summling any in the hadequous interest to your replaits. Secondly, that there' little is the say of log, interior structures never get hart, and the oxidial locales are all massive and trop's bellevable. Thirtly, when you proper with writing and both, the black the says after. In Turk, Furrithy, the resemble, thirtly are part of the Turk, Furrithy, the resemble, thirtly are part of the troids, Furrithy and the ceres the say of the said and the troids are the said of the said of the said of the said of the troids are said of the said of the said of the said of the troids are said of the said of the said of the said of the said gasterney plays and are an gasterney play and are an agreement of all spinneds. enge you, you're struck by numerous sen Plus, each of those textured races is a treenouse employee or Rare gardener, giving you an even greater sense of enjoyment as you plant a sniper bullet in their backs... Talking of bullets, you're able to gun down foes in numerous

ays, and the death throes of each gibbering victim varies epending on the quality of your shot. Sneak up behind a ward, and fire a bullet point-blank in the back of the head, our victim crumples instantly (but without the shower od that rocked Turok's world). Shoot him in the leg, an es, falling to the side, before regaining his comiving another shot to the torso... cue death g y, there's over 200 different death animation here, so those sick-minded gamers with an evil glint in their eye are sure to get their body-count's worth here. However, y wandering around a level gunning down enemies like swine Isn't the way to play this game. Ruthless cunning and strategy is the order of the day here

Via your watch, you're able to check on mission objectives, which vary in every level... you'll be hunting down com cards, checking consoles for information, using that cool 007 camera to take soeaky blueprint shots and generally acting like a silent and deadly assassin. Choose the 'wade in and spray with automatic gunfire' option and you'll be brought down... hard That's not to say there isn't a wonderful array of killing devices at your disposal (Uzis, grenades, sub-machine guns and John Woo-tastic double gun firing), it's just that GoldenEye is a whole lot more than Turok-style gameplay. Of the 24 levels, each has any different objectives, and playing the game on the diff ngs enables countless sub-missi les countless sub-missions, leading to a very fraught bly enjoyable video game title, refreshing, very

ntense, and unequivocally recommended.
I'm very annoyed that I had to base this review on only four
outer of play under Mintendo molly-coddling (this not only
loss Rare a disservice, but also you, the reader) and thus was

http://www.gamefan.com











've said it before and I'll say it again: Duke Nukem 3D is still the

levels: 3 all new Dukematchspecific levels designed by rocom, and 29 regular levnal Duke Mukem 3D and 3D

ed level interaction and seedy humor has made it a smash hit all around the world (even Japan!) and this November it's coming to an

N64 near you. Duke Nukem 64 isn't just a straightforward port of Duke Nukem 3D. Oh no. ish developers Eurocom are huge Duke em 3D fans, and have taken this ortunity to add (and alter) a ber of exclusive features

specific to the N64 version. If you're a Duke fan, you might want to sit down before

you read this... all, Duke will feature a whopping 32 of the original Duke Nukem 3D lev-els to include new areas, some of which feature artwork from the Plutonium Pock, A good example of this is the new convenience mart hidden on the

very first level - an excellent surprise for veteran Puke players! The pro-tector drone, the allen from the Plutonium Pock, has also been included.

given Duke's arsenal a



re-working. The 'ripper' chaingun has been replaced by twin John Woo-style sub-machine guns, the Devastator has been replaced by a Grenade Launcher, and the Freeze ray has been replaced with... the Plasma Cannon—a charges weapon capable of vaporizing an indi-ual or an entire room, depending on h ing on how long you hold the trigger. Purists may lament the loss of these weapons, but for my money the new ones are even better, In addition, certain weapons can now uti-lize Turok-style ammo power-ups, such as dum-dum bullets (pistol), explosive rounds (shotgun) and heat-seeking mis-







The demo carridge we received shows the game in a nex complete state, with only a few graphical gathers into the interest mode on. Central is institubable between furnitiestyle joycilick looking (YES) and ordinary joycilick movement, with the 4 paid being used similar accordant to safety designed mode game, cancorn has also informed us that the final versions will feature own higher frame paics and offer Rumble Pack support! If all goes as planned. These indeeds of countered may making over DC conversionation. If













MULTIPLAYER

screen Dukematch mode, a la Hexen. This me however, players have the option to ie up to three computer-cor Duke-Bots to make up the numbers. The three new multiplayer-specific levels (a pirate ship, a haunted castle and a sito) ha been designed deliberately simple to keep the frame rate high, even with four players Co-oo mode is also available





CENSORSHIP?

Just when you thought it was safe to go back to the water... Nintendo strikes again! Duke Nukem 64 will ave NO profanity, NO religious references (the hurch from Death Row has gone), NO nudity, NO

rs a sci-fi e) and NO



alcohol (all bars seem to have gone). The theme of ses' seems to have been replaced by the theme of 'guns.' So heed Nintendo's message: sex is bad, guns and violence are good!













EUROP Race, and Data BELGIUM

Tyrell, Japan, U. ama, bern 5/23, 1963











plus of avail





DEVELOPES - BUSINA	
	_
PUBLISUES - UM	
	_
FORMAT - 84 MES CAST	



A never-ending F1 brille



should be in heaven. Bays will go by and you'll still be threaking your car. The control is perfect as you basically make your own.

Visually, FIPP has an unusually crisp, clear look for an N64 game, with terrain and trackside fea-

tures so real you almost tool the action. Each specific motor revs its own tune, and the weather actually changes during each eventi The import version had a bad dose of



redraw which has been addressed in the conver sion. Not so much as to slow down the game, but it is noticeably improved. UBI wisely chose game speed over zero re-draw, a good decision given th lact you'll probably never notice it in a race. The music between races is cool, and (I can't

















a tight battle, the only thing I



























REV IT UP, PEOPLE! WE'RE GOIN' FLYING!





EXTREME RACING

the games company formerly known as Williams is finally staking a claim to the arcade racing throne. Previously, Midway (the staunchest third party supporter of the Nintendo 64) stunned gamers across the globe for

all the wrong reasons with that legrous offspring of the racing genre; Orus'n U.S.L. I hated it with a head-twitching passion. But after playing the arching San Francisco Rush in the areade and being sion would be "exact," I was prepared to forgive s. And after three days of San Francisco Rush on the

intendo 64? I'm a changed man, brothers and sisters, ready to preach the Midway gospel all those that will listen. For you see, dear reader, Sm Francisco Rush is a triumph over e diabolied Croin's DSA, a saintly tile diverse and far from previous Midway racers and a xily title worthy of the great Miyamoto himself! Somebody say "Amen!!"

Thank you brother Knightmare!

again this, the three attends was select with a page of man between, can be style to perspan every respect to their areasts. Style field, and which more since does not not not a strength growth expect from the Nate Hard Fortile from which may be does not all the an utterfield growth ground the transition of National Style and the strength of the strength field. They happed on the transition of National Style Style and the Style Style and studies the strength of the strength of National Style Style and the strength of the Style Style and the style and the style style and the style style and the style style and control and the style style and the style style and the style and the style cloth have about pass and the to be seening through Ston francisco with slightly may be style and the style style and the style style style style and the style style of the style and the style st















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# OF PLATERS - 1-2		
DEFICULTY - MEDIUM		
MAN ADD F . NONFMERE		



HAMBLETON DPEX YOUR EYES AND FEEL GOOD... RUSH!!









on of speed, gorgeous surrou s and cunning enemy A.I. are all pre nt and that's what counts. ng your car is slightly d MRC, as Rush steers like to USA rather than Ridge Ra 's no mad powerslidi sers; your steering is a lot more heavy and ponderous and you can't y wrench your vehicle through arms; you must judge racing lines rell in advance if you want to avoid bling into a side fence and burst flames. Additionally, as areade-go



nies for the finished version, then you must be some non-racing freak who shouldn't be allowed into a hot rod. Moving onto the actual game itself, seven mammoth courses are planned, as noth courses are planned, as kes sure Nintendo owners ay makes sure Nint

y, as arce may be aware, there's a load of shortcuts to find during your race. Find a grassy verge, check your racing line and head for to a piece of newly-constructed free-

receive extreme value for money (and the est areade upgrade of the game). Fre four complete courses GameFan test ed, I can safely state that racing fa gonna be whooping in delight at the d crous sub-routes and general g cal effects going on in Rush that s hasn't been seen before in any home sy tem. After selecting your viewpoint fro the four usual cameras (all fliel the nour usual canterus (air fifeked using the annoyingly-hard-to-reach left shoulder button), you'll speed across the Golden Gate bridge (last seen in silicon form in Pilotuvings 64) and into a manic, jostling race for position. Everything is motion-

the ramp... Dukes of Hazzard style! Or you've launched yourself skyward, you

ay, there's loads of routes to take... and some of them lead to really odd places (such as a Rush texture-mapped loop-the (such as a runs) texture mapped of the loop), whilst adding that oh-so-important extra gameplay time and helping turn a fun racer into a bona fide classic. Add a cool choice of seven different cars for ery expert level, your own person or (er... as long as it's from the preset ette present), that extremely important -player mode (with NO speed loss— nning and addictive!) plus the fact that i're actually racing on real-life areas of Francisco (passing trams, lear mbard street of cetera) and y got one of the greatest arcade conver sions ever! I'm revving myself up into a frenzy about Rush.... we'll be back with the final word on this killer title CH



ice a couple of thi ou're actuai lly soaring into the hea an uncontrollable but brenth-takingly scary arch through the air. ext, you'll see that the buildings ill look cool and really detail im high in the sky. Then you'll twist ibly in the air and corkscrew down o the tarmac below. The effects e never been seen before, and add an extra dimension to the 'fun' area

cuts to find. Whether it's via an under









etrisphere tridge-based

I know I'll be busing one.

techno score. I

e, not to express onu

for as puzzle gomes go, TS ntu addictive and excellent opped up by softwore storved N64 owners. But unlike certain other 'gomes', I won't feel bod if TS sells more than a few copies









So many modes of Spherical InsaninyM.





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0	BLVI	LW









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THOUSE DAG COMMENTALE.

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After Odysey is one of those from posited titles that creensup on you, just as you tall the begin to forget it's still coming out. Annunced over a year spa, should with Reynorth, Lunco, and a Signa Jage pack, Allient Odysey is the first of the bunch to make it to the sheeks. And while the future of other Working Designs Saturn titles is still up in the air, Albert Odysey is here now, roady to provide the classic RPG gaming that Saturn owners continue to craw.

Saturn owners continue to crave.
Classic is the word, really. In all of its components, AO is an old-school RPG. After all, it was originally designed as a Super Famicism game some 3 years ago, only to be scrapped a few months before completion. Later it resurfaced, an

originally designed as a Super Fernicom game some 5 years any only to be scopped a few some 5 years any only to be scopped a few some 5 years and years of the scopped and provided the scopped and the scopped and provided the scopped and the scopped and provided the scopped and the scopped and provided any scopped and the scopped and the preservation of the scales (PKC. There insight not be to many years with the intum, may, the preservation of the classic (PKC. There insight not be to many years) the scopped the preservation of the classic (PKC. There insight not be to many years) the scale the preservation of the classic (PKC. There insight not be to many years) the scale the preservation of the scales (PKC. There insight not be to many years) the scale the scale of the scale of the scale sca

Live Control Control

About Olders (Live Control Live Con

Suddenly there's a flash, Laia launches herself in front of Pike, and... and the rest is petrified history. The quest to remove the spell of stone begins... O.K. time to get not some hard-one game observations...

Limete to led you, allow Colympy may be one of the few Salam RPGs around, but it isn't one that the led to th















LEGEND OF FLDEAL



you're still way better off with the US version. guess the major contributor to this sense of dispa ity in the battles is the slow command sequences You have to confirm attacks for each character indi-vidually, after which they immediately roll out their melee and magic. Trouble is, there's nothing "immediate" about it. The characters and enemies

lke move slowly, attack slowly, heck, they even die dy, and often what should've been a quicky turns into a monotony of button-pressing and wall-ing. And since battles are triggered every 8 to 10

seconds, no matter what, get ready for a lot of forced powering-up. Sadly it looks as though Working Designs were helpless in this area. cause the game progresses in such a way that you need to level up constantly, and the inal designers simply chucked in the battle overload to keep the game balanced. A required play-mechanic, complicated by poor execution. Onward we go.,

Albert's graphics are 16-bit quality for the most part. The colors in certain backg beautiful, and various Mode 7-type background and spell effects are very nice. The is also a Mode 7 showcase, although it's been retouched since its 16-bit days with I color. AO's strongest point, graphically, is its battle animation. The characters' a expressions are excellent, and the high number of animation frames are purely 3 sound is just brilliant? Except for grating battle tunes, the towns, dungeons, an the maps are gifted with superb music, both redbook and PCM. And every chara-

Japanese voice when attacking and casting spells. Props to WD for leaving 'er Mmn...the plot unravels really slowly, but the story does take on 'save t portions eventually. And while it starts weak, play 'til the second part

portions eventually. Pend walls is some treated especially well, such rewarding storyline. Female villains are treated especially well, such mercenary team, led by the arrogant Miss Kris Seed, with a well-water berserk on the townsfolk. In my opinion, the 'wacky' modern name' talk of Ebonics, marital issues, using the can, and what RPG would be

ing as how the dramatic moments are so very well written



world pro-game and you'll be treated to a much deeper, much more es Visses from part one. They're a specialized three-woman and personality. Unfortunately, Working Designs went a bit, the pro-productional BRG setting, You'll pro-ceedings and proensonality. -Unfortunately, Worlong Designs went a bit by out of place in a traditional RPG setting. You'll see without mention of "yucky-poos"? It's all very sad, see-

Well, this novel must come to an end. Despite my criticisms, I played A advisiv all the way through, and yes, it was worth the 20 or so carry an epic 32-bit RPG, you will be disappointed. If you have hours. If you're playing AO after Shining the Holy Ark (as I did), or if you're e time for a solid traditional RPG, however, Albert Odyssey will do you just fine

























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GAMERIA SPORTS NETWORK



ports ans eioice!

It wasn't so long ago that we only had one or two decent hockey games, no respectable baseball titles, one dominant football franchise, and a multirude of KIDD'S

Corner multitude of

mentioner hope, and of a mentioner hope, and of a medium American point starts humaning the Management of the American starts humaning the second second and the second second and the second second and the second second and the second as the seco mors. What's up with s a battle on their hands for e first time in a long time, and

ey've got a couple of things up eir sleeve as well. The most GET IT STRAIGHT!!!

In the July issue, Joe Kidd committed an incidental, yet personal foul by claiming Acclaim's Breakaway '98 was the first game with Icon passing, when in actuality it was Sony's savvy that brought the rev-olutionary icon Passing System to the hockey rink with their NHL Faceoff series

the second secon

"IOE"

MLB '98 Sony

The engine is are iso taken care of every possible

S

NRA Action 'QR

œ 0

Breaker '98



istmases that happens

December-and the one that happens when Modden comes out. As we enter into the Fall season, we come upon one of the most widely anticipated line-ups of football games, and once again Madden is the pre-season favorite.

The focus of Madden 98 was purely gameplay, which is

what the guys up at EA determined as the next, practical step toward making the ultimate football experience. Each time they collaborate at the drawing board, the goal is to bring in unsurpassed realism; a definite EA trademark by now. With the competition getting stiffer by the season. EA seared up for the Bigs and brought on the committee; the Players' Committee that is. PC is made up of a select group of players who

specialize at their perspective positions, guys like Merton Hanks for the DB's, McGlockton for the line, Barry Sanders for the backs-you get the picture If you're playin' in the Bigs, you gotta come ready, and that's just what they've had in mind. Now you see more than ever, position by position, guys doing what they're supposed to do, whether that's dropping into their zone or picking up the blitz. The Liquid Al is dripping it's so loaded.

Get a load of all the one-handers and end zone celebrations too, because there are so many new animations, you're bound to see something new all the time. But remember this, don't be expecting polygons, because EA chose to stay spritebased to maintain the gameplay. wanted the game to be "smarter faster and deeper" and that it is. But for a sports game world, ever changing to polygons. this could prove to either be a vel and wise move, or a slap in the face. Why? reasons Ougrterback Club '98 and GameDay '98 both went polygonal and both succeeded. The question is We all know Madden's got the meat and pota-





















































omentum-based Advanced Coaching Strategies

and a Total Team M System, All of these featu ent to bring you further into the real thing, and to allow you to wear the many hats of a hockey franchise. And in the Fox tradi-

tion, they even brought in the glowing puck, or "halo" for visual acking. I don't think Acclain

tracking. I don't think Acciaim
missed a beat when brainstorming all
of the key components that make hockey such a fan favorite.

The only thing they hadn't done

yet, was put what was on paper into

yes, was put what was no paper into the game, which is little game, but is in sittle game, but in a little game, but in the game, which is little game, but in the game, which is little game, and the game, which was the game in the gam say witnout seeing the Intinsed product, are top notice. Full, abolygonal players, complete with extremely detailed uniforms and inks make this game very visually appealing. With the special attention being given to this title, as well as Acclaim's creative development team, you can be sure you'll be seengt this one in the Top Ten by summer's end. JK.























te Al smart, in that they is about the fact of the fac

NEL HARD HITTING
NEL ACTION!











w bushly exploit the D is a very, large feshion. TCP allows you dyour receiver, keep the ball short, or take the ball left or rightly exploit contains the D ball, ray, a terry's got simple coverage on the right, end the D ball, ray, early so got simple coverage on the right, end the D ball, ray, early a got simple coverage from ball to be seen to see the property to "come back a liftle" end re-route his pettern—in espendiently brings on a whole new realm of satisfaction, and a wish

verify hings on a whole now realm of satisfaction, and a whole new level of germing. Where GO 32 has executably been able to exherve, so far, is to be 40 he create a game their is time. If a gay that has historically been able to dominate in noy toothall game, on any plotte me to have brought on element of uncertainty heat will.

Some the second of the contraction of th









can hardly believe it's already been a year, but bassall games are here once again! Altho been notorious for their 2-on-2, big head rendis of hoops, they are now making their first run at serious 5-on-5 sim action with their NBA od Heroes. Midway may be more type-casted eir arcade-style hoops games, than Leslie Nielsen n Airplane and Noked Gun. But if you can clear nd of "He's on fire!" for a few m tht get a glimpse of a very good ballgame, game is still early yet, Hordwood Hero

ng but upside to it. After playing a couple games, I walked away very impressed. In its current stage, it win any trophies in graphics or AI, but with a little work this one can challenge the very best. When I y any game, I need to see that it holds my interest:

nically, Heroes is the equivalent of In The Zone 2, w best variety of dunks coupled with the clearest, m guys are airborne, their movements a

Whether you're comin' through the la foul line, or a mere double pump, they are all

evident in the signature moves, w een the legs, each move is obvious, and n of chunky graphics. Occasionally, you'll e pulling up with an ankle sprain, hopping or 3 out of the 11 camera angl I didn't ever really take to any of the

I generally prefer an iso view, et a good feel for the court and angle (full court) loses too m

nsive and defensive plays and strates ance the game; the problem is, you

. The icon passing is nice in the but other than that, it's unnec iss, but other than that, it is common an an-style playbook provided, pull up the ben it's all said and dens, all I really b drive to the basket-instant 2 points.

tent at this point, and baskets are wa that really slows you down right to

















This version is still very early yet, but could clearly be a game worth investing in should the Al get some fine tuning. As critical as I am of Hordwood Heroes, the potential for this game is scare, and only hope they live up to it -w will see soon.











Only literally consecuted before the good giving Generaline soled to the printers, this piece of incream was analyted from the unity waters. As expert on our Misseal of Estiment of expension next issue, Citer Hamilation appeal and additional around an illness version of the game, coming sawsy with an associating thumbe op! The frame-rate is holding stoody at well over 500s, here is some specifically acting to soot through, and everything is looking stormed) in Specific Internet. The tracks do indeed throw you about in a rollercoaster ride of retina spasming fun, the enemies are indeed nasty pieces of CPU-controlled work, and the multi-player game quite simply rocks the kazbah. Four tracks are available, and despite that pea-souping monstrosity fading into the background (yeah, the fog's pretty bad), we reckon this is another winner for Acclaim. More next time









MegaMan X4

od news for PlayStation own ers! Well, at least the ones that want more MegaMan. And judging by MM8's performance that's quite a few. MegaMan X4 takes the tried and true MM gameplay and in it up with rendered graphics, x-tra animation and even more huge

avable character from the out Sony passed initially on X4 but I suppose they've re-thought out their decision to kill 2D since we've all shown we dig it. Either that or they saw Castlevania SOTN and had a change of heart.













[GAMEFAN UP-TO-THE-MINUTE]



Men In Black

ver wanted to be a Man in Black

he sturn or one darkes according to the control of the first of the hi-tech geer from the movie. The correspond (due in September). Except a m













Moto Racer GP

vollal. You've got yourself the makings of one helluva racing game! iding our way from the respectable EA, Moto Racer GP is a two ading our way from the respectable EA, Moto Racer GP is a to elsevier's dream come true. It's got a full quiver or frace bikes, al sed specifically for optimum personalization, a smooth frame a flot by the coursing. But most importantly it's got the first into it first person (from behind the handlebars) camera. If you antly it's got the first intellebars) camera. If you

ic down the straights, the feeling of the front end con realistic. That's a good thing too, friends, because the rider olf (when in view) is a super dork, at least currently. Hope choice body-English will be added as the game enters the all tant tweaking stage. I'll be back with a review as soon as I get green ring from EA. I







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memory lane. Anybody remember Rampage from the arcade or NES? Well, Williams is exca vating the beasts to do some major damage on rendered urban and city dwellings. A welcome classic for a change, Rampage is coming for the PS and Nintendo 64! Hey, just in time for the new Godzilla feature!! I smell a winner, no, two winners! E













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As immercial space imposition and called delita method the value of Piles Aller locating a represent shirt of some human capits, below refers like in Piles the Lance direct in created. Scientification and but has been delitable in one of the Time Indication and the Control of the Lance Indication and the Control of the Lance Indication and the Control of the Lance Indication and the Control of Lance Indication and Indic

in a visious cates. The last of the human develop the spaces (git in ASUL) and of the human develop the spaces (git in ASUL) and of the production and the orange of the spaces (git in ASUL) and a space of the little of Asulty, Goldon, Robert Productions and the last associated about names with the little developed in special for a little of the spaces of the control of the contr

Internation institutions (*, "Ver is a deep shortes) and considered the control file graphics. Therefore Ye definish, the left the shorter of popular beight Fifty, file defable everyone wants to fine on each of large statement considering file over the control graphically impossing game in the series. Survey, you say, file of an each of large statement considering file over to 32-bit system, but it is. The 18-bit Throughforce games were side-of-like-ort, sucoly for and down unfalling side on any lonne system of this time. And Thrusderinces V. by 32-bit swendows, it right up three with the best by file best" internal his exactions of the Systems & Princeson, Plow through the fill file free levels to sharing agreese, with

home gather of the code of by prime. If this word, they brough the left that leads to whose propose, they brough the left that leads to whose propose, and such code of the scaling and assumed be bedgated to approve, continue owners to entre four, then, and it is used the restalled to a grader-materiate. Profugera security not throughout, flewardly, and since a transport and books is fally 30 modeled and ever influences allowed on the code or to deplace the book of the code of the c



TWIN SHOT BACK WAVE FREE RANGE HUNTER
Is a seen. As we continue through this glowing review, however, you'll see that graphics are but a

mail port of ITV's specimity.

Complety, Sever, blassed generatory. These was release, to brook a should reflect the electrical V's port of the complety of the property of the complete variety of th

shooter pley-methonic loss been covared, room intense declaring sennoins (bullet and oblight) to highly receive bose recoveries. Each of the servicings which is provided to hope a service of the congration of the control of the control of the control of the congration of the control of the control of the control of the congration, reaches prevently heights compare beautiful multi-legered date. Ensuins of every variety, whether a huge formation of loser ships, mad rows of harms making, or insense gallaping much beautiful date and the control of the making, or insense gallaping much beautiful date and the control of the making, or insense gallaping much beautiful date on the best declared as

of every variety, whether a Juep formation of Your ships, mad ross of harvit missiles, or instance agalipsing much bests challenge even the best shaders per ore. That's why you're got big grue, though, Power-ups include the Wows, a straight-forward glop abourn, Free Sange, an avecsome reading largelying the straight-forward glops abourn, Free Sange, an avecsome reading largelying the straight shaders and Huttle, the week but districtive horning shot. Too can completely remap the carrieds so that, for exemple, each button on the pool fires its own parency distrinuting the cumbarranne need to cycle. **If through weapons mid-granel, Even the on-streen power-up distributions.**

Reflect Vactor Region Of TALINTET

ol tostas, ar you can choose to play with no window display whatsoever. Do you see what I'm getting at? Let's beful go through for "fachmooth is so cod" details one. Find off, continuity with the Thoulesforce series. As you can let, the moth-retherable goneries plot descent from what nown for a convenience, but made it is besent of and spring, susprise if is firm follows from TF4 introduced by on invoktion consigned version of his original base tunes from TF4, the little baoget swoops in from nowhere, sligst on a set of gold comes, and began the finance, notables founts. How could a first Mense, which east ON year, the made "Ne profit or Mense." It is prefix of "X Scienced," Yes hordering game, and it is amough I and daily large wheel for a better constant disting, amough any appearing to a powelf game.

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DEVELOPER - TECHNOSOFT
PUBLISHER - TECHNOSOFT
FORMAT - CO

T (DE PLAYERS - 1 T DRFFICULTY - REALLY SCHILABLE - MONE (J



GLITCH ()
Thunderforce
is BACK1



















The Guynor presents...

British developers have gone into 3D Ranjo-Kazoole and Conker's Quest rom Rare, Scottish developer VIS are working on Earthworm Jim 30. Argenaut are 'doing' Croc for Fox Interactive, and Psygnosis are fouting Rascal, all of which are looking pretty

damned fine. Fed dip with Japanese gamers gatting top N64 releases first? You've got it lucky compared to your European counterparts, Latest releases include the marvels of KI Gold and ARK

logy, with no sign of Starfox for a st another couple of months. Still at least we had JSS 64 first More Starfux news, Ex-patriots and sad games-obsessed freaks may

said damies-obsessed freaks may recall that the frighnal SNES Startux was released in Europe under the name Starvity, for licensing reasons. After poor sales, especially in Germany, Mintendo Europe are lock-ing to maine the 64-bit sequell to-(wall for till ¿yair Warx. Mintendols pet coders Rare appares previously unannounced project av even be released before Sanio ole, but Rare are light-lipped as

According to the hard are significant to its identity. By a process of elimina-tion, we've discovered that it's not Donkey Kong 64, it's not Killer Institut 64 and it's not... er, Jet Pac 64 ice drop to £99, but third parts price grop to zee, out time party developers in this country are aban-doning the alling machine in droves. Acclaim have no new tibles lined up, while long-time Sega associates Codemasters have indefinitely post-

In other Saturn news, Sens have nally decided to release King of lighters 95 with the ROM cart in urope. There's no sign of the RAM

cart though, which may leopardize the release of such Capcom delights as Marvel Super Haroes, the X-Mon vs... games and SF III.

Sony are so impressed with

Ocaan's shiny new PlayStation racer V-Raily has stemmed to the top of the UK charts, selling 15,000 copies in it's other high-profile releases such as Dungeon Keeper. V-Rully now has the 4th best 'first weekend sale' of all time over here, doing better than WipEout (AKA WipeOut); which is commonly acknowledged to have 'sold' the PlayStation to the British public.

The strong sales of PlayStation pames such as V-Raily coincide with increasingly poor sales of PC softmare In Britain, Even top titles like Quake have only sold around 600,000 units, and most PC releases are heavily dis-counted by around £15 (\$25) from launch. Top selling PC software right now - IBM's Voycebige white. Fun.

fun, fun. Medievil tells the tale of an ancient land locked in perpetual night by an exil screener named Zarck. After sending the populace to sleep, Zaro stalks the land stealing energy from sears one run assumptioning victims, the minds of his simple injury victims. However, his trail of mape, starts to e-animate the dead, including one Sir Daniel Fortasque, a hence knight who has decayed to a skeleton lead his amore. Westing only to return to his eternal rest, Daniel sets off in

Zaroks magic has also resurrected certain other creatures, whose into tions aren't quite so honorable...



from the create a five of the could between When exists the 166 and the create a five of the create and the create and the create as the create and the create as the crea



















Word reaches us that Sonic Team's final Sonic OR NiGHTS! Instead the game will tea ture an all new Sega mascot in a 3D action trie that will lead Sega's Clinistmas Satum fine-up. The Blackbelt is got A demonstration video to what the system is capable of is already doing the rounds, at. Sega. (think Model 3- at home) and

nor has it that Sega of Japan has alre begun disvelopment on between times and six new littles, including VFS, Scud Racerand Society Speaking of VFS, Yu Suzuki recently con-firmed that here will be a new version of VFS hit-ling the strades very shortly. The new version of the corrections will relate a team hare.

of the game will feature a team battle mode and more balanced characters. No word yet as to whether or not these now features will be incor orared into the Saturn version of VF3 but it's kely, considering how a similar shusbon existed with the Saturn VF2.

Soga of America still hasn't continued that they will be refessing GameArt's amazing Grandia in the US, although we hear that Soga UK is expecting the game for a March release. Also, no word on Silhouette Mrage or Thunderforce V. Come on SOAI Genit together!

CAPCOM & SEGA

There's a really strange rumor going round that a special version of Street Figurer EX might It sould be stading, one it is said to have some and thing to do with a deel between Capcom and Sega regarding Capcom using Sega's model 3 hardware for SFEX2! Capcom recently announced that Darkstalkers 3, Marrie Super Herces vs. Street Fighter, X-Men vs. Street Fighter, and Street Fighter-3-wi4 all be Saturn EXCLUSIVES and will make use of the all new 4 mag RAM cartridge to be released in Ja

Warp, the creators of Dis Diner, have hinted that they might be porting their first proposed M2 game, D2, to the Saturn. Kery Eno, the owner and President of Warp, recently met with Sega on four separate occasions to discuss the pro-ject, so it may be a Saturn exclusive. Warp is also working on Real Sound 2 & 3. RS 2 will out as D's Diner: Real Sound ver nedy. Kenji Eno and Yu Suzuki are also said to be developing a game together. Additionally Warp is said to be producing an AM Arcade game with Sega (Model 3).

SEGA AT TOKYO GAME SHOW Here's a quick hat at same of the upcoming 80 Sega Saturn games to be displayed at the Tokyo

X-Men vs Street Fighter

Mobile Suit Gundern Z Sakura Taisen 2 Legend of Seven Wind Island Devil Summonor 2

PLAYSTATION DOMINANCE CONTINUES PS continues to dominate in Japen, with

weekly sales of 50,000 compared to Saturn's 5000 and N54's 4000. Cumulative shipments of the PS recently reached 17.6 million units (f) as of June 30, up 4.1 million units since March 31.

Working Designs has picked up Alundra for a US release and aims to have the game out

before the early aims to traver the gains on before the end of the year. Square recently announced a new RPG starring everyone's favorite over-sized mutant chickers. Chocobo! No repus on an exact release date, but expect to see Chipcobo RPG some time next year. In Japan, Sony recently ceased production of in require, own incoming calcand production of heir ranking pads because of some complica-tions with the focu lendback feature (possibly due to copyright infringement?). We're still was-ing to see if Sony will manufacture the pads with-out the lendback.

PS GAMES AT THE TOKYO GAME SHOW

Tale of Destiny

NINTENDO

The 6400, which has been confirmed for a the US at \$99 with a game! The 6400 will come with 8 Megabytes of ROM (7 negabytes to with 8 Megabyles of HUMI (7 megabyles to re-sound samples and 1 megabyte for lionts) and as previously reported: 4 megabytes of RAMI and a communication line (phone sack). 20 games are correctly under development in Japan and a fur-ther 15 in the US. Konam's Action/RPG Hybrid a series of 64DD games, according to the devel-opers at Konami. Also in development is a sequel to Super Mario Kart R, a new upgrade uer to Super Meno Mart M, a new u uring 20 brand new tracks, 4 new cha

tree is seen and a new vis. Indoe inhich will use the inhibitor leatine of the 64DD. Bandar has two different versions of Tamagotch planned to Nintendo, who are programming the N64 and 64DD versions at their Kyoto headquarjiers in Japan. The certridge version is 96 mogazijas and Nintendo of Japan is also working on a fight

the year and will debut at the Nintendo hos union show in November. The only into we is that the game will teature one new char der and will be comical in style, like Sega's

stater and will be common in sym, the deglis as Sonic Pightners accode game. Mether 3 will also be at the Shoshirikal According to sources close to the project at Hal, Mr. Itoh is already planning several sequests of Mohrer 9. Mohrer 1 will locative 12 chapters and will be the test RPG on a home console EVER to feature different paths for every single player. Mother 3 will be 40 to 60 hours long and will aunch on March 21st (date might still charge) in Japan along with Mario Pant. Sim City (4 and Sapar Mongrature 64. I finally have some into or Super Mario 64.2. Apparently it will be a 64DD disk with 4 playable characters and e 2 playa smultaneous mode.

FINAL ROUND

Crysial Dynamics recently formed a distribution partnership with Midway. The first gains will be Geri. Einer the Gerio for 1954.

Zeick 54 will ship one week after Shoprinka and will now teature blood! The game will also

be runtije park compatible

• Kongini is porting Casifevarira: Sympthony of
the Algirt to Sahum (and adding encloses lea-tures). Vancisi Hearts and the amazing Mata-tions Sold are also rumoned to be in the works.

• Quake 64 has been delayed until March 1988

• Materia is advante and ordina come form of Liuxia ce has been delayed unit March 1998 as Mideay is planning on adding some form of multiplayer model. Coole. Daddy of
 Libra Donkey Kongwill be the first Rare game to run at 65 pas at 640×480. It will ship in March with the American release of the DD64.

. Yoshi's Island 64 will feature 60 tos enima tion-that's 60 different frames of animation per second! It will use both the d-pad and analog stol

 F.Zaro 64 is 80% complete and could ship as early as September in Japan. It will have the same badiground story as the SNES original, and will leature at least 20 tracks with a 4 player le and rumble pack or

TACTICS OGRE HEADED TO STATES
Andrink's PS remake of the popular SNES
stategy/RPG Tactics Ogre (originally top boests
who were recently acquired by Square for FF
Tactics) is headed to the US thanks to Albs. sion did not receive a transla





Fig. the dawn of the 21st century, and the plant has been probled by a series of natural catastrophes — the handwork of Smourn Data. Date sepres to somatting greater then more mortality— even if that means destroying the Earth but one young man has the power to stop him the armoved here COVIDAIZER!

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Dear Postmeister As a long-time reader, and a senior citizen (over 40) in the gaming scene, I must take issue with Mr. Sakaguchi's comments regard-ing Amorican games players in your July issu Squara interview), I for one have neve IPGs to be to 'complicated', Lhave pla hem from the first 'Dragon Warrior' gar he NES to current ones like 'Wild Arms' RPGs to be to the NS to currant once line Wild Arms: The shop highed my taken of Impost PROG (Fans), yand signances). I don't consider mycall by a party of the programme of the same strae, just an average player who loves RPGs. Mr. Saksquedi. I belleve, docent't give strae, learned to the same strae of the same strae of the fearaten gamer anough cradit. One nome thing. Plazes bring back 'The Fraveyard's section on a regular basis. Tasks for randition and little disc. hanks for reading and listening, reunis Tamosan, vilo, Hawaii,

As a 40+ gamer who plays import RPGs, you. ative of the Nr. Tamosan, are not raprasen avarage Amarican gamer'. When Mr. Sakaguchi spoka he was not referring to the enthusiast gamer (i.e. anyone reading this magazinal) but instead the general public who on Nead For Spead 2, Cruisn' USA, WCW Vs ha World. Area 51 and War Gods at the top of the charts for months on end. Admittedly some RPGS have had chart success recentle (Suikodan, Wild Arms), but nothing like the above mentioned 'quality' titles.

Bear Posts

This is a response to Jonathon 'The Palpatine' Randoth's latter in the July is GamaFan. You told him that Capcom at hasn't announced X-fac VS Ffor the PlayStation. I think you made a mistake you take a look at the July issue of FGM visue woull be a province of Y-false Visue. aws you'll sea a previaw of X-Men Vs SF1 the PS. Both EGM and GamaPro said that X for Vs SF is schadulad for a Fall '97 relaase So Jonathon, you might see this game in Septomber. If EGM and Gamapro previowed X Men Vs SF, why didn't you guys? Waran't you

af E3? Gary Yea. San Francisco, Ca

Here's the deal: Capcom et Japan say A-Men
VS SF is NOT coming out for PS. Capcom et
America say It is. Now maybe Capcom et America say It is. Now maybe Capcom of America know something we don't, but I for

are lead to put tions faith in what the Japanese parent companies have to is Besides, PS Marval Super Heroes is plessing 50% of the animation trames did X-Men Vs SF for PS (with 4 chara amancus) once) it would be mission 100 ory al once) il would be missing al lea framas PER CHARACTERI II would loo

In your May issue, Jeey Conelly wrote a latter concerning the cover of issue 3, Vol 5, of how od the lettar SEX on the dinosaur. I hought this kid was on crack until I want

through my magazines and saw the cover. I was almost as shocked as what I discovered the American League of Stafford, Virgina, Yound such subtiminal messages in The Lion King, The Little Mermaid and Aladdin. I thin ag, The Little Mormald and Aladdin. This wars an idiot for printing Jacy Conally's tax, but the traffic allowing Conally's tax, but the traffic allowing prevents. In my inion, someons should get lived for this at a magazina should give as readers a bull ology. Since this will probably naver hap-lology. Since this will probably naver hap-lear in mind I'm 22 years old and if don't in a whitimisel mercane can affect ma. In

k a subliminal message can aftect ma, bu audience - young teanaga malas and pra-schoolers - flat I'm worried about. I cannot continue giving this publica tion my hard carnad monay

odbye Foreva Enriquillo Bone NY, NY

aw'rs kidding, right?

sy Posty.

ntly thara was a latter from a Mr. Mertin ner in which he asked about the "FFVA for thing" and you responded how it was ar thing" and you responded how it was le and nothing but rumor. Well, I think I proof of the tact. I had bean discussing shola silvation and researching it for a p, whan I cama across Mr. K. Megura's FAQ in which he gives a Gamesh FAQ in which he gives a Gameshark code to graftly much validates the whole thing. If proves the assistance of the Suichou Koleyus materia... or roughly underwater breath. T code is 800986xx - 00yy. Make xx an odd number like 82 and meka yy '11' to get the materia.

Jamas Smit Sonora, Ca

So the existance of a single item provas the whole ridiculous 'Ressurection' theory? There are a couple other "hidden" materia you need a GameShark code to get - do these also tie in with your theory? Square have gone on re as saying that they NEVER had ANY intenti with your thousy? Square have gone on record as a saying that they RYEPA that All Intention of EYER including such a sub-quest. Think should be ending of the game. It's have to be sub-quest and the sub-quest designer, has suit that the sub-quest designer, has suit that the endine sharester of 12th was created fast to counstrain the event you go fan a be evered. It is should a region and him grove. Exercise 50 of Delivery a simple grove.

End of discussion

Dear Postmeister I have a couple of questions I would like just

to answer for me.

1. Is Rednack Rampaga coming to any console systems? How is it?

2. Can you guys tall ma whare I can tind a copy at PowerSlave for Sat 3. What systems will the new Rampage: World

our game be coming too? 4. I heard that Phantasy Star 5 is in the works for Saturn. Is this true? Ever since I bought a Saturn I've been dreaming of a 32-bit Phantesy

5. What is the correct name for Seca's new 6. Will Working Designs be remaking Lunav nal Blue for Saturn after they remake the

first I want? Glenshaw Pa.

 Interplay recently said they were 'consider ing's PS conversion of Radneck Rampage, b. nightmers tells ms the gam e is p ntensiva (requires a PC with16 bytes of ram MiNIMUMI). I haven't ill, but Knightmare says (quota) 'Pall gotta love any gama that hes an alien era as a

2. Nops. But if you do happen to find one keep bold of it! Playmates only ordered one officially a collectors' Itam! Not to mantion one of the best 30 shooters around

3. PS and M64. It's looking good too. I remem ber playing the original on my SMS all those 4. It's true! PS5 is GO! In Japan at least, Lord

only knows when, or indeed if, we'll see if

5. Gigadrive, Oural, Black Balt, Saturn 2, take your pick. Since the machine deasn't officially exist yet there is no delinite name 6. Um, don't count on it...

Daar Mr. Postmaister First, I would like to start by saying that I nink GamaFan is the bast games magazine on the market. I never get disappointed, and each issue is always better than the one balora. Buf amough with the fleftery, lets get

By now every PlayStation unner knows about the main problem with their system. We all have experienced it. You are happily playin olly playing a experienced it. You are report, the cine-tumps or passas; the music cracks; or estimas the game just plain freezes on you better the game in the passor. comenings the game just plain relates on you. "In very testifically, We all know the reason for this too: the PlayStation is overhearling. Putting it expited down just deep on let et it. So what do we peop PlayStation owners do? Fear and for I have the answer. Simply go to any department store and buy one of those small B inch to 18 inch fens, which shouldn't run you more liken \$10. Play in the fen and make ayar. It is blowing directly on your PlayStation. This will keep it cost and never again will you have to worry abed brack up. Track me, it works. I play to 5 to 6 hours straight without a single jump.

Juna A. Cancel
Rivin, NY

Here you been reading Magniful of half losber four to himself the you shan, the hassanded of genners have been using factor and the See See one. If all any about home general mer. But transition for the lip suppose, The other large that the see of the lip suppose, The other large that the lip see that the large that the large that has come units strip and even though the power part four the large that the large that the season with the large that the large that the part of the large that the large that the part of the large that the large that the part of the large that the large that the desired found that supplying the ship impossition of the large that the large that the desired that the large that the large that the desired that the large that the large that the desired that the large that the desired that the large that the

Dear Master of all-things-post

These within amage refers to you, was precreased referred for a temporary current project. That I am writing with a twin particular subsect. "The Windows Gerichico Clades." Contraction of the Contract of the Conman of a Sea and Time Laure's referse to you will be secreting. Sea This case with the return to the Contract of the Contract of the but to be this feet. When will case this case the Principal Contract of the Contract of Contraction of the Contract of the Contraction of the C

Kevin Haroutloun OHannessian Brooklyn, NY

The heard so many rumors and allegations concerning the Wil-Seps split that I dead I know who or whall I have leiver anymers. But I do know on hing. It's had neve for American Stirms without. Who were an inschalable asset to SOA, and without them the Salaron will find stall I in own desper widers that I is in fall sow. It I were Seps I'd be on bended know right now negligible Will off the Soa when the Salaron will stall the stall in some desper widers that I is in fall sow. If I were Seps I'd be on bended know right now height give Will off the Salaron.

Dear Posty.

I had no sites how incredibly uses you fasts are well I chanced you you forward. Special testure (Vol. 5, lessur 7, p. 20). To a younger for the control of the control of

Rox thinks, I remember Clash very tondly. Action, advanture and lots of in-jokes. 4. Bissier Missier - Another old tave, using a cute little war boggy. 5. Gradius - Dan't tornet the classic Konami

com min war ongy.

5. Gradius - Dor'l tropet the classic Konami
opde:

6. Sanic CO and/or a sequel. Don'l set this
going die with the Sega CO.

7. Contra - Well said, Koliphinane! Lapacy of
Warf I was homospoor chenks!

8. Finantey Sin - Sega's follows seems to be

Do we HAVE for ' Way in the?!?

8. Phantagy Stor. Sega's all hade served. It of Down HANT-CP. Why in birs? 18. 8. Roiné Commander. Yeah, I gat a warm glew whenever I hink of that old disastis, I yes Western Could Hambitation. I want to be a served of the served of the street of the served of the s

AND NOW... INTRODUCING: QUICK SHOTSHIFT Here is the cave, I read EVERY SHOULE letter that comes in. Honestly! That's my job! But 25 you know I just don't have the space to poply to all of them. So Onick Shots is just my way of a savering more of your letters... in a

condunaed form.

Billy Quinn, Randolistown, MO - Kniphtmare didn't have bed judgement Creisei USA sucks the hig one.

Kleper - Howard Lake, MN - Thal makes her

Toshinden lens in this world. You and E. Stern!
Stern!
Akira, Phoenix, Az - Hey, I like Groove on Fight too!
Mike Gallarelle, Hauppauge, AY - You want to know it Res Evil 2 will let you kill kids this

time?" Seek protessional help, pal. Nick Woods, Manchester, Ky - Your love for MK is unhealthy. John Velauez, Aurora, II - You gave GamePro

John Verauez, Aurora, II - You gave Gamerro 87%, EGM 72% and Gameran 97%? Why only 97%?! Kevin Violette & Mark Conningham -PowerStave, Hexen, Mass Destruction and

vory 20 Capcom and SNK game are all hetter on Saturn then PS. J.R. Ostocal, Mississauga, Ontario - I would love to see a new 20 Bionic Commando. No word from Capcom yet I'm alraid.

The to se of I'll fun to Prelident 1 to Post of I'll fun to Prelident 5137 Clareton Dr. Suite 210 Agoura Hills, CA 91301

And now for some fan art! Didn't have the room for all of them, but nonetheless I will reveal more next issue! Jeevah!



eter Hax of Portland Dregon Shows us his



Jason Apelit of Diemond Bar, California sond as this "Flex-master" Guile. Yet another



Glenn Jackson of 'military residence' sends at this Honey of Flighting Viperal Himm... I know she's only sixteen, but... um... Anyway, nice

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10 LOR 101 CHESTIO

OF How many of Treasure's stall horsed on the Yake Yuke project? It depends on what part they worked on. They are from Treasure, Entry worked a plays. hasure Enix, you've have a may people worked on this pro-t. Simply those people on the d credits are responsible, but t total number (including sales opte at Enix) would be much

w long was Yeke Yeke in

or one player, and two players. vanted to annact morma i, not just me die-han rs. So we came up with a

al idea: what if y ow or shake o unching of kicki

i Depending on b g different will happen o on the registered player's age... How do you got an S grade for

T: You just have to do your best. That's all I can say... GF: Did you enjoy working with the T: Yes, we did

GF: How is the N64 as a platform for 2D games? T: Very good. or 20 y.

E. Very good.

E. Very good.

GF. Will Treasure make
games for N84?

F. We are examining to
the state of the state
GF. Do you have plan
sonuel?

a Yuke

tel in the father

re you considering t N64 or 6400 titles?

g to develop s

intent than, Lot of Colessial.

OF: Do you have plans to remake
Dragon Quest IV as you did with
L.II, and III on the Super Famiconi
E: We have not yet decided to
remake any Dragon Quests affer

Thanks so much for four time. ou are welcome, and we hope entinue to enjoy our games.

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I started kicking inside my momma.

And I haven't stopped since.

Right now, the only thing between me and a world title is 8 yards and a goalkeeper. And my foot only listens to you.

Bury it.













